Modding our Model
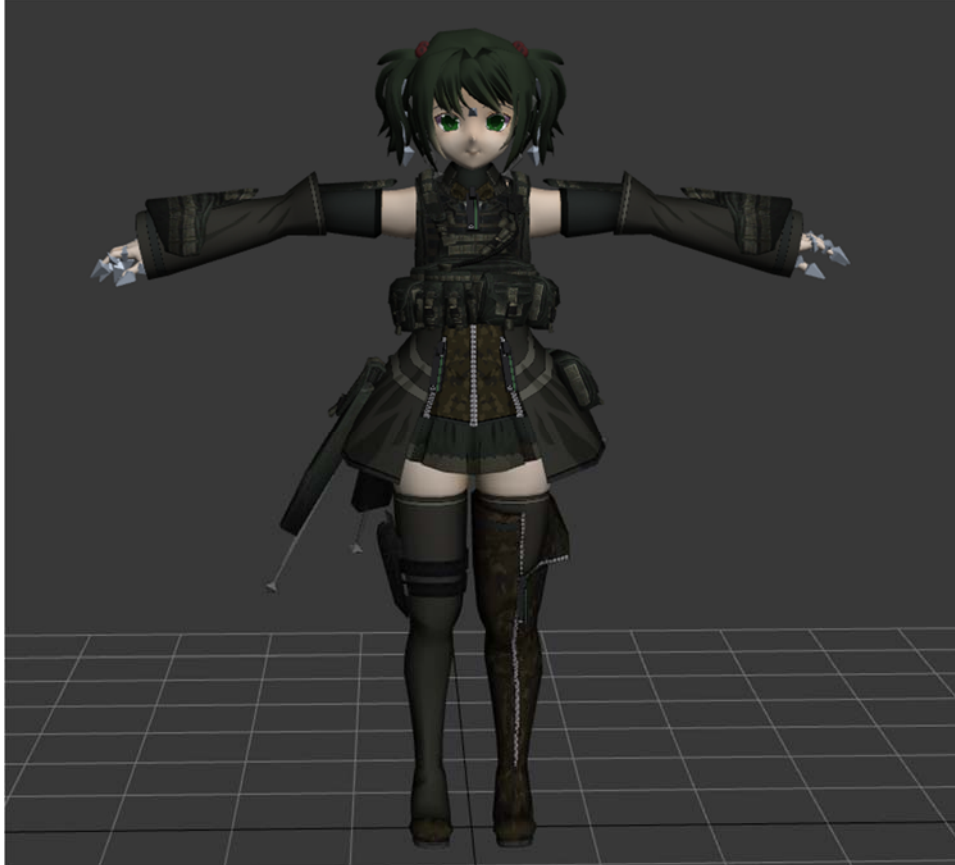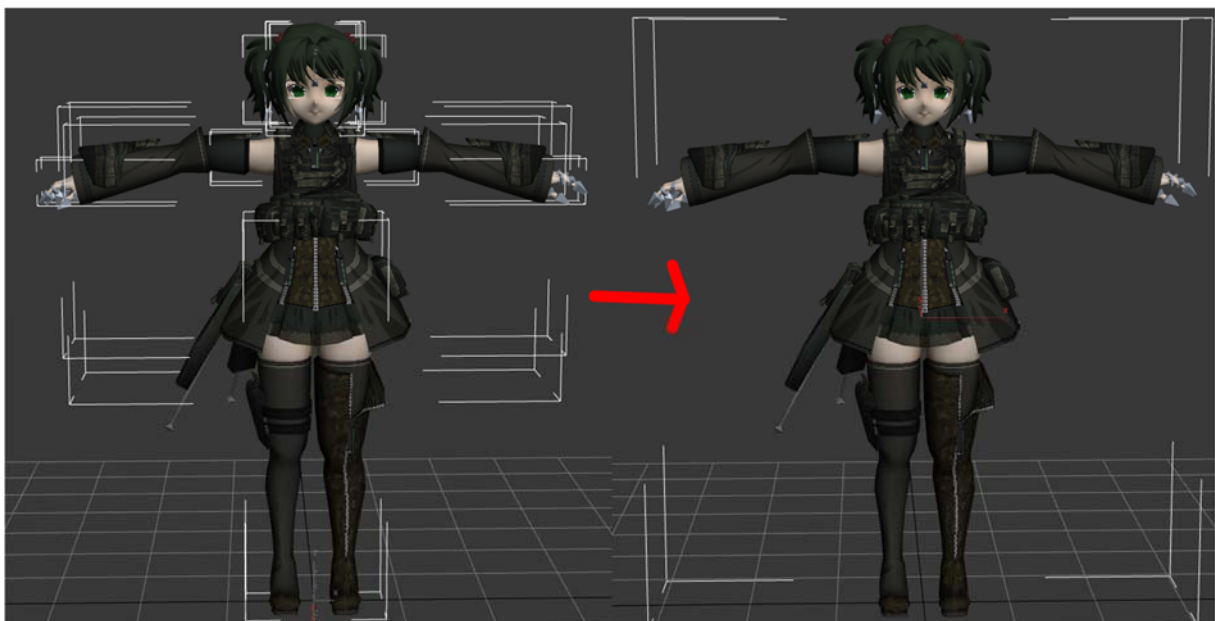Now let's mod our model to make it Serious Sam read-able!

In this case, I use my own original character; Rohani Mai as example. It got separated meshes and lots of multi-sub texture.
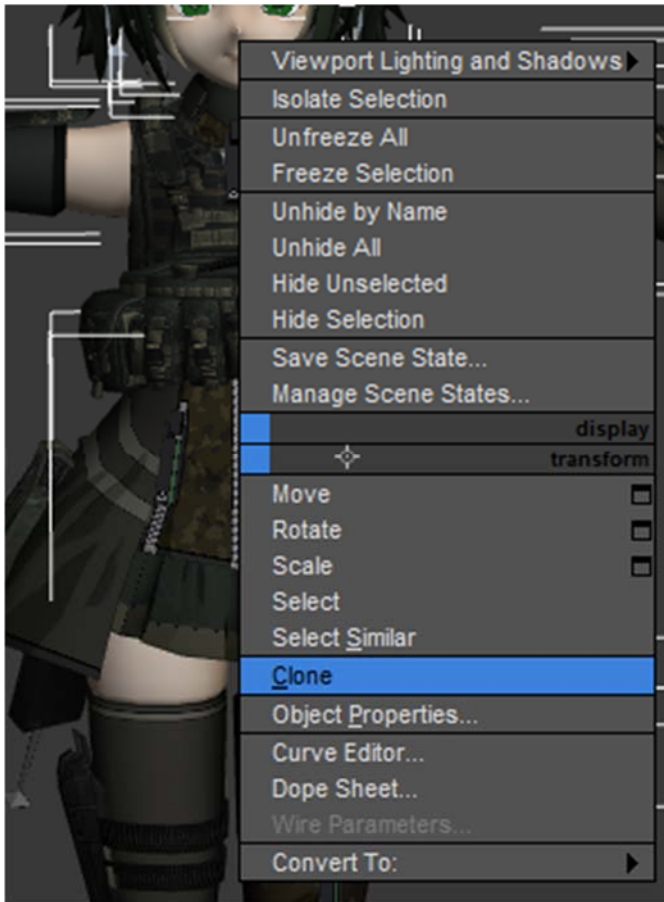

But for easy readability in serious sam editor, I would prefer or recommended to **merge the model become one mesh**. Example:
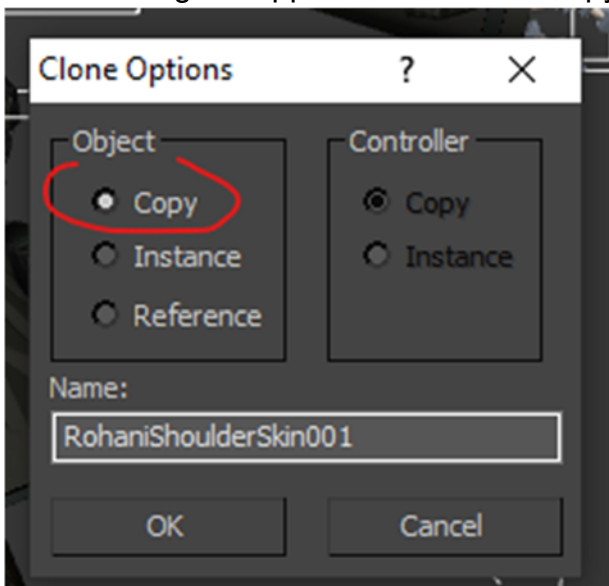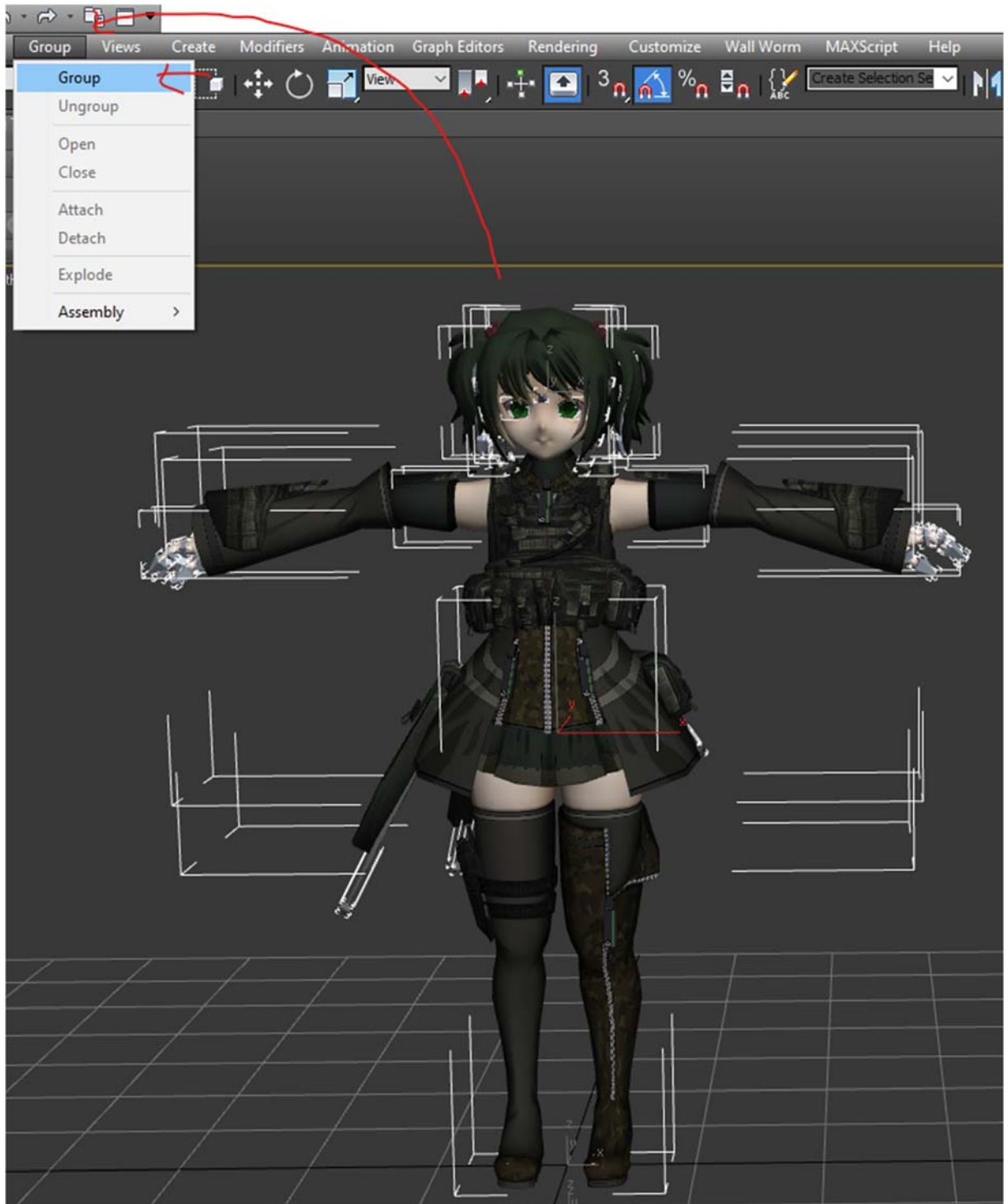
BACK-UP MESH

1. In order to do that, we need to backup our mesh by cloning. Select all meshes only (do not select bones), right click on them, and select "Clone"

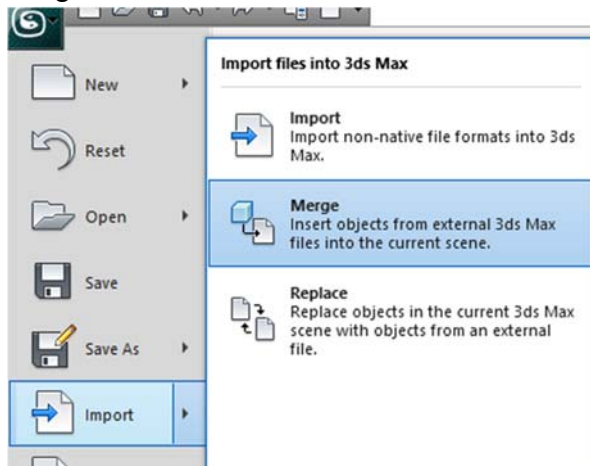2. Clone setting will appear then click at "copy" then click "OK"

3. After that we need to select all including bones, then group it!
   If group name setting appears, just named it whatever you want
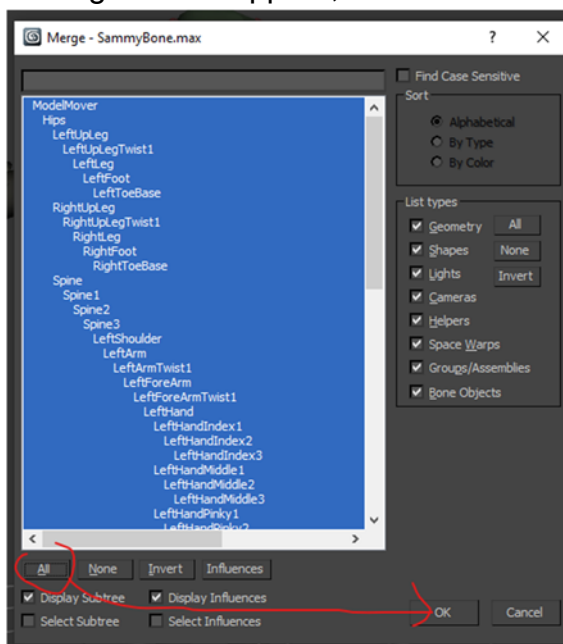

4. Always save your file.

5. Now we import the default bone we edited before into scene. Using import merge


Setting window appear, select all then OK

Result:

6. The default bones skeleton is facing behind and your grouped model is facing front, so we need to Rotate your model to face behind.
   But, we simply cannot rotate it because the pivot of rotation is not center of grid, else your model will be not center symmetrically.
   So lets modified the grouped model pivot
   a. While grouped model is selected, go to hierarchy tab, click at "Affected Pivot Only" then set coordinate XYZ to 0 (zero). The pivot will be moved to zero position on world grid
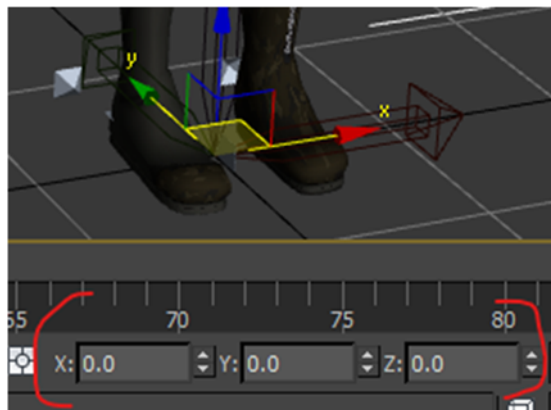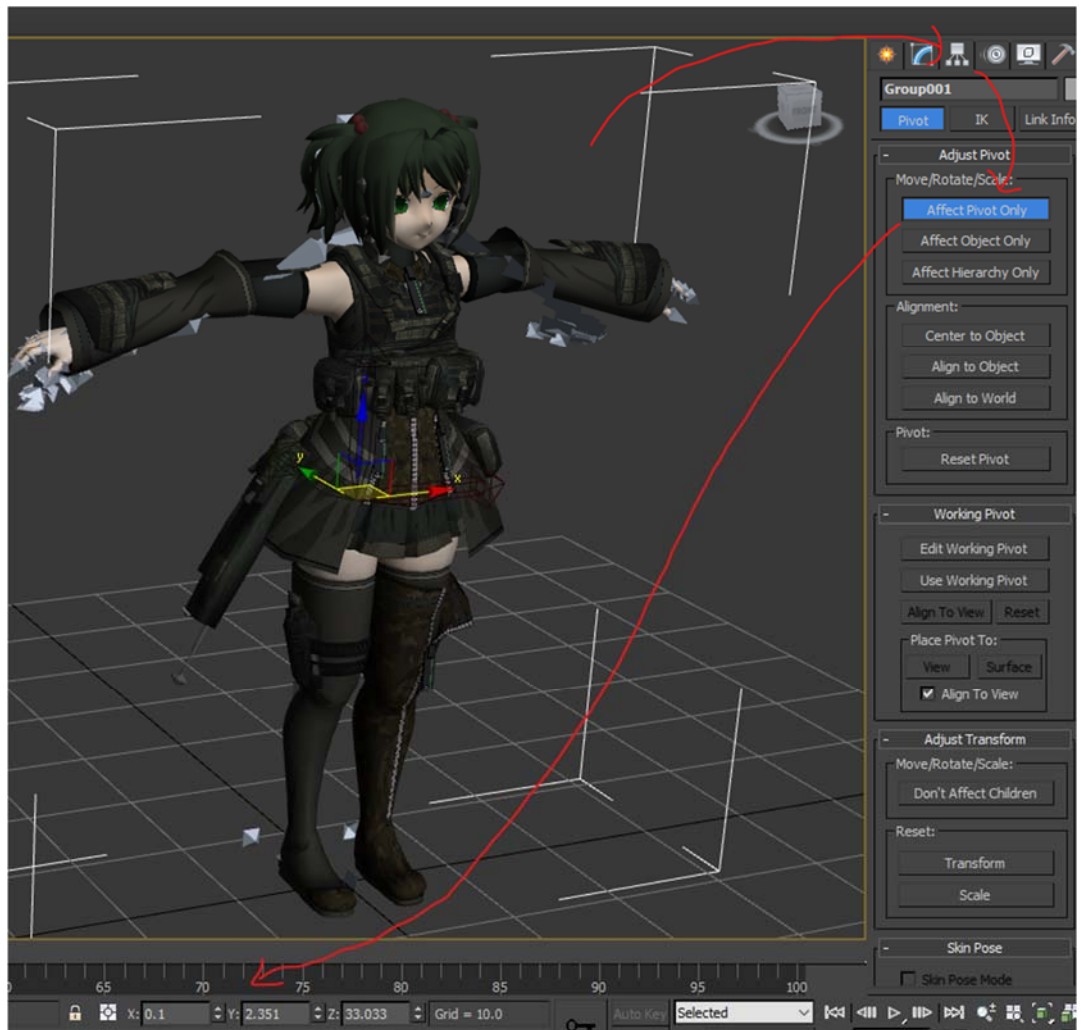
b. After that, **deselect** the "Affected Pivot Only", then select Rotate button on bar above and rotate your model 180 degree on Z-axis:
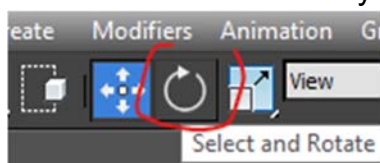
result:

c. Rotate your view to properly view behind the model

d. Save your file 😊

Optional : If your grouped model is bigger than the default bone, you may resize your model to fit the default bone height. The default bone is the actual player height in-game.